

DISKMASTER

The • Ultimate • Disk • Utility • System

COMMODORE
AMIGA

Progressive Peripherals & Software, Inc.

Owners Manual

Credits

The DiskMaster program: The DiskMaster program.
User Manual: Greg Cunningham
& Jonathan M. Campbell.
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Getting Started

Hardware and Software Requirements

- An Amiga computer with at least 512K of memory
- Amiga KickStart 1.2 or later (if you own an Amiga 1000)
- You will also need Amiga Arc to utilize the archive options. This program may be found at your local Amiga dealer or user group. For more information on the purpose and use of ARC, refer to the section of this manual called **Working with Archives**.
- Two disk drives recommended, but not required.

Making a Backup

Make Backup copies!!! Don't use the original program disk!!! The DiskMaster disk is not copy protected in anyway, and may be copied using the AmigaDOS **Copy** command or the Amiga Workbench **Duplicate** command. The DiskMaster program may be placed on another disk or into another drawer by dragging its

icon to the selected disk or drawer window. You may even want to put DiskMaster onto your Workbench disk.

Running DiskMaster

From Workbench:

Using the mouse, double click on the DiskMaster icon.

From the CLI:

Type `run [pathname] diskmaster` into an active CLI window.

Elements of the DiskMaster Screen

- The top left corner of the screen contains the **Close** gadget. Click on this gadget to quit DiskMaster.
- Across the top of the screen is the **Title Bar**. Place the pointer over the Title Bar and hold down the left mouse button to "slide" the screen up and down. Important information is also displayed in the Title Bar, including the amount of free memory available, along with volume name and space available on disk.
- In the top right portion of the screen are two gadgets, screen to back and screen to front. Clicking on the left gadget will put the DiskMaster screen behind the Workbench screen. Hitting the same gadget on the Workbench screen will put the Workbench to the back, showing the DiskMaster screen again.

Menus

Project
Configure

Holding down the menu button (right mouse button) changes the Title Bar into the **Menu Bar**. When the menu button is release the Menu Bar will revert into the Title Bar. When the Menu Bar is active, two menu headers can be seen. These are **Project** and **Configure**. Moving down these menus will highlight the individual menu items. Releasing the menu button will select the highlighted menu item.

Gadgets

Operation Gadgets

The vertical stack of control buttons in the center of the DiskMaster screen are the **Operation Gadgets**. Left-clicking over any of these gadgets causes that operation to be performed.

Vertical Scroll Bars

The large vertical bars on the left and right of the Operation Gadgets are the **Scroll Bars**. These work the same as the standard Amiga window Scroll Bars. If a directory is larger than the display window, then the Scroll Bar will shorten, indicating how much of the directory is being viewed.

To view the remainder of the directory, left-click and hold on the Scroll Bar and drag it up or down. Alternately, if you click in the unfilled Scroll Bar space, the Scroll Bar will move in the direction you clicked, one screen at a time.

Scroll Gadgets

The arrows above and below the Scroll Bars are called **Scroll Gadgets**. Click on one of these and the directory will move one file in the direction the arrow is pointing. Click and hold on a Scroll Gadget to quickly scroll the directory in the direction of the arrow.

Horizontal Scroll Bars

The horizontal bars at the bottom of the screen are **Horizontal Scroll Bars**. They work in the same manner as the Vertical Scroll Bars. These will be used for displaying other information about the files. From left to right, the information displayed is: filename, size of file, file creation date and time, file protect bits, and file comment.

Directory Paths

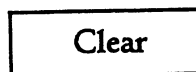
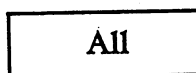
Just below the Title Bar are the left and right directory paths. Clicking in these and typing in a directory path, then hitting return will load the directory and display it in the windows below.

Source and Destination



To the left of each path is an S or D. S denotes **Source** or **from** disk and D denotes **Destination** or **to** disk. When the Copy or Move gadgets are selected, files chosen will be copied from the Source side to the Destination. The other gadgets will affect files on the Source side only. To change the S and D, just click anywhere in the right side of the screen (over filenames or slide bars) and the right side will become the Source. Just click in the left area of the screen to make the left side the Source again.

File Display Windows



The two large windows on either side of the Operation Gadgets Column show the actual filenames. To select any file or directory for a particular operation, just highlight it with a left-click of the mouse. If you decide you don't want a file or directory selected, simply click on it again to turn off the highlighting.

If you want to select all of the files and directories in a Source window, click on the All gadget. If you wish to deselect all of the files and directories of the Source window, click on the Clear gadget.

The number of files selected and the total number of bytes will be displayed in the Title Bar. This gives you some idea of how much room you may be deleting or copying to the other disk.

When using the default color settings, file names are displayed in white and directories are displayed in red above file names. (To adjust the display colors in DiskMaster, see **Setting Colors**, below.)

Note: While DiskMaster is in an operation, clicking on an Operation Gadget aborts the current operation, leaving the remainder of the selected files selected. This may also happen if DiskMaster encounters an error.

The Configure Menu

Move the pointer to the top of the screen while holding down the menu button (the right mouse button). You will see the menu headers **Project** and **Configure** in the Menu Bar. By moving the pointer over one of the menu headers each menu item will be highlighted one at a time. Releasing the menu button while a menu item is highlighted will select the highlighted menu item.

Setting Screen Colors

Set Colors

Click and hold the menu button. Move the pointer over the **Configure** menu item and then down to **Set Colors**. Release the menu button. A color palette window will appear. The color control slide bars work much the same as the horizontal Scroll Bar: moving the slide bar beside R will change the red registers, G the green, and B the blue.

The word **Color** above the R, G and B sliders is the **Color Gadget**. Click on the Color Gadget to select to alter other original screen colors.

When you're satisfied with the colors, click on the close box at the top left corner of the palette window. If you don't like the changes that were just made, click on the **Cancel** gadget. You may leave the palette on while using DiskMaster.

Setting Resolution

Resolution

When you point to **Resolution** under the **Configure** item in the **Menu Bar**, a sub-menu drops down showing **Lo-res**, **Hi-res** and **Half-height** with a check mark beside the current resolution. If you move to **Hi-res** and release, the screen will reappear in Hi-resolution mode. If a severe flicker results, adjusting the colors may help reduce the flicker.

Making the Font Narrower

Small Font

Selecting **Small Font** from the **Configure** menu will cause all text in either File Display Window to be displayed in a narrower font.

Automatically Reading The Root Directory

Auto Dir

Selecting **Auto Dir** from the **Configure** menu will make DiskMaster automatically read the root directory of the current device should the current disk be changed. If you remove the disk and don't replace it with another disk, DiskMaster will display the root directory of SYS:

Saving File Date, Time and Comment

Info Copy

Selecting **info copy** from the **Configure** menu will cause DiskMaster to preserve the file date, time and comment when files are copied or moved to another device or directory. Otherwise, DiskMaster will update the date and time.

Protecting Files

Set Protect

This feature is used in conjunction with the **Protect** gadget. Selecting **Set Protect** from the **Configure** menu will return a requester window showing the letters: **ARWED**.

ARWED stands for:

- A** – Archive bit. Used by hard disk backup programs.
- R** – Indicates that a file may be read.
- W** – Indicates a file may be updated or written to.
- E** – Indicates whether a file may be executed.
- D** – Indicates a file may be deleted from the disk.

These may be clicked to toggle each bit on or off. A hyphen (–) signifies that a bit is protected, or on. When the **Protect** gadget is selected, all selected files will be set with this setting.

Pattern Searches

Set Pattern

This feature is used in conjunction with the **All** gadget. Selecting **Set Pattern** from the **Configure** menu gives you the ability to select all directories or files with names that fit a particular pattern. An asterisk (*) means that the **All** gadget will select all files of the similar pattern.

For example, changing this to ***.info** will cause the **All** gadget to select only files with **.info** at the end. Similarly, ***C*** will cause the **All** button to select all files with a **C** in them. **C*** will cause it to select all files beginning with a **C**.

The **All** button will also work on other file information, such as date, time, protection, and comment. For Example: ***Dec 27,1987 5:?? PM*** will cause the **All** button to select only those files created on December 27,1987, between 5:00 PM and 5:59 PM. Notice the two spaces between the year and the hour. When indicating hours or dates with only one digit, an additional space is required to fill the **tens** space.

Archive Functions

Arc a

Arc xw

Arc v

Several archive utility programs exist which are used to compress one or more files into one compact file for storage or transfer via modem. Since the most popular archive utility to date is **ARC**, we will discuss the use of this particular archive utility with DiskMaster.

This program is available as public domain or as shareware and you can find it through your local Amiga dealer, Amiga User's Group or from the Fred Fish Public Domain Software Library. It may also be found on public Bulletin Board Systems supporting the Amiga.

Note: **ARC** is not part of DiskMaster. It is a stand-alone utility capable of many functions. Only the most common functions have been included in DiskMaster. DiskMaster does not have full control over outside utilities, so be careful when using them from DiskMaster.

To use Amiga **Arc** with DiskMaster place **ARC** in the **C:** directory of your system disk. The system disk is either the Workbench Disk that you used to boot the system or the disk that you assigned as **SYS:**.

The three archive items in the **Configure** menu are: **Arc a**, **Arc xw**, and **Arc v**. These are the commands issued to AmigaDOS when you select **Arc Add**, **Arc Extract**, and **Arc List** respectively from the **Project** menu. They are also the standard commands used to add or create, extract from, and list the contents of archive files. If you use **ARC** exclusively, you will not need to alter these commands.

However, there are other programs available that may have one or more functions of **ARC** but operate faster or more efficiently. There are also other archive utilities available that you may wish to use in place of **ARC**. To change one of these commands, select the command to change and alter the command accordingly. Examples of alternate commands are displayed in each requester.

Please refer to the documentation that comes with any archive program for more details on the proper syntax of commands.

External Commands

Comm 1

This is used in conjunction with the gadget labeled **Comm 1**. This can reconfigure the gadget to use external commands which use a filename as an argument. For example defining it as **Execute** will cause the gadget to execute selected batch files using AmigaDOS **Execute**. Commands such as **Run** and **Ed** can be used, respectively, to run a selected program or to edit a selected file. Clicking the menu button on the **Comm 1** gadget will cause it to scroll through six commands. The command currently displayed in the gadget may be altered by selecting it from the **Configure** menu.

Note: The terms **Comm 1** and **Comm 6** are used as place-holders only. To activate, for example, the **Comm 1** gadget, you must replace **Comm 1** with a valid AmigaDOS command.

Renaming a Device Gadget

Set Device

This feature is used when you want to rename one of the **Device** gadgets. The **Device** gadgets are the top six **Operation** gadgets in the center of the screen. If the configuration has not been saved, **DiskMaster** will find out which devices are currently on your system. You may want to customize these for faster access to frequently used directories such as **C:** or **Devs:** or an assigned directory. Select **Set Device** from the **Configure** menu then select a **Device** gadget. A requester will prompt you for a new **Device** name. Enter the new name and press **RETRUN**.

Although only six **Device** gadgets are displayed, **DiskMaster** is capable of storing up to twelve **Device** names. Place the pointer on the bottom **Device** gadget (the sixth button from the top). Press the **Menu** button on the mouse to scroll the **Device** gadgets up one position. The bottom **Device** gadget position, is now empty, and may be assigned a **Device** name. You may scroll through the remaining five positions using the same method. To move the **Device** gadgets down, place the pointer on the top **Device** gadget and press the **menu** button on the mouse. Repeat this action to scroll the rest of the **Device** gadgets.

Saving a Configuration

Save Config

After you've changed everything, make sure your **Workbench** is not write-protected. Select **Save Config** in the **Configure** menu. All of the current changes and colors will be saved in your **Workbench Devs:** directory. Now your new configuration will be loaded automatically the next time you run **DiskMaster**.

Files and Directories Reading Directories

DF0:

RAM:

The six gadgets at the top of the **Operation** gadgets column are called **Device** **Gadgets**. Click on one of these to display the contents of a directory in the **Source** window. To list a directory in one side or the other, click over the window you wish to use and select the **Device** **Gadget** you want. To list the contents of a sub-directory, double click on the name of that sub-directory in either **Display** **Window**. Its contents will be displayed in the same window.

Or, after clicking on a sub-directory name, quickly click in the *opposite* window and the sub-directory

contents will be listed there. This is useful when you want to copy from one directory to another directory of the same disk.

Returning to Previous Directory

Parent

The **Parent** gadget will return you to the previous directory.

Making a Directory

MakeDir

To create a new directory within the **Source** directory, click on the **MakeDir** gadget. A requester will appear with the current path listed. Change the path name by appending to it the name of the directory you wish to create. If you wish you may backspace over the current path name and enter a new path and directory. Click on **OK** or press the **RETURN** key to complete the operation.

Copying Files and Directories

Copy

Select the files and directories you want to copy. The window containing these files or directories will become the **Source** window (Note the **S** by the path name). Be sure the directory that you want the files and/or directories copied to is displayed in the other window (now the **Destination** window). Click on the **Copy** gadget. If any directories were selected you will be prompted to enter a pattern. The pattern listed in the requester will be the default saved in the configuration file, or the pattern used in a previous operation. To copy all files in the directories selected, change the pattern to *

Moving Files and Directories

Move

Select the **Move** gadget to remove the original files and directories from the **Source** directory after each has been copied.

Deleting Files and Directories

Delete

This operation removes files and directories from your disk, so it should be used with caution. Select all files and/or directories to be deleted and click on the **Delete** gadget. This will only delete files in the **Source** window. If any directories were selected you will be prompted to enter a pattern. If you want to delete all files in the directories, change the pattern to *

Renaming Files and Directories

Rename

Select all files and/or directories to be renamed and select the **Rename** gadget. A requester appears for each file or directory. Edit the name and click on OK or press the RETURN key. To skip one of the files selected click on **Cancel**. To abort further renaming, click on the **Abort** gadget.

To add an extension to all selected files, backspace over the name or hit the **Right-Amiga** key and the letter X, then enter a * and the extension. For example *.pic will add .pic to the end of all selected files.

File Protection

Set Protect

Selecting **Set Protect** from the **Configure** menu and setting it to **ARWED** will un-protect your files. Setting it to **ARWE**— will protect files from deletion. Refer to the **Selecting Files** paragraph for details on the protection bits. Select **Okay** when finished.

File Update

UpDate

The **UpDate** gadget is displayed in the **Set Protect** requester window whenever you have selected **Set Protect** from the **Configure** menu. Its function is to update the date and time of a file without having to copy it. Clicking on the **UpDate** gadget will toggle it on or off. Select the files you want to update and click on the **Protect** gadget. If **UpDate** is active the **Protect** button will set all files and directories selected to the current time and date, and will not change the current protection of the file.

File Comments

Comment

File comments are displayed on the far right of files and directories. To edit these, select the files, select the **Comment** gadget and enter the new comment for each file.

Searching for Files

Search

Select all directories you want to search and select the **Search** gadget. A requester will appear asking for a filename or pattern. Enter a filename or pattern then click on OK or press RETURN. When a match is found, either hit **RETRUN** to continue the search, select **Okay** to read the directory containing the file, or select **Abort** to stop.

Printing Directory Information

Print Dir

This operation will print all selected file names in the **Source** window along with size, date, time, protection, and comment. To print all files, select **All** or select the files to be printed manually.

Select **Print Dir** from the **Project** menu to start printing.

Text Files

Reading Text Files

Read

Select the text files that you want to look at and click on the **Read** gadget. Move the mouse to the center of the screen. The beginning of the text file will be displayed and paused. Moving the pointer up or down slightly will scroll the text up or down slowly. Moving the pointer further up or down will scroll the text quickly for scanning. Click on the close box in the top left corner of the screen to go on to the next file or return to the **DiskMaster** screen. Press the escape key to abort reading any more files. Press the **B** key to move to the bottom of the text. Press the **T** key to move to the top of the text. Press the space bar to **Pause**.

Printing Text Files

Print

Select the text files you want printed and click on the **Print** gadget. **DiskMaster** will use the **Preferences** printer driver but will present you with a requester allowing you to change several printer attributes including **Draft/NLQ**, **Pica/Elite/Fine**, and **page length**. The **DiskMaster** print requester also allows you to toggle gadgets that will print out additional information. These are **File Name** and **Date & Time** to be printed at the top of the first page and **Page Numbers** which will print the page number at the bottom of each page. Most controls on the print requester are toggles or will cycle your choices as you click on them. Clicking to the left and right of **Lines/Page** will increase or decrease the number of lines per page. Clicking in the center of **Lines/Page** will change it to 0, and will turn off page breaks. Select **Print** to start printing the file. Click on the **Cancel** gadget to stop printing.

Viewing IFF Pictures

ShowPic

Select the files that you wish to view and click on the **ShowPic** gadget. If any directories were selected you will be prompted to enter a pattern. The first picture will be loaded and displayed. If the picture color-cycles then press the **TAB** key to toggle color-cycling. To load the next picture, click the mouse button or hit any key other than **TAB**. The **ESC** key will abort viewing any other files.

If you want to print the IFF picture currently displayed, press **p** on the keyboard. A print requester box will appear on the **DiskMaster** screen with a default setting of **Normal**. This setting will print the picture without distortion on an 80 column printer. To change the size of the printout, click on either side of the **Width** or **Height** values to increase or decrease the number of pixels to print. Click on **Normal** to

activate the new settings. Using these options you can print the picture larger or smaller than normal and change the proportions of a picture. These settings cannot be stored from session to session.

Working with Archives

A brief explanation of ARC is found in earlier in this manual.

Creating or Adding to an Archive File

Arc Add

Select all files to be **arc'ed**. (being sure the names are no longer than 12 characters) and select **Arc Add** from the **Project** menu. A requester will appear asking for the new archive file name. A path may also be included in the archive name. You may also select files and enter an archive name that already exists to update or add to the archive. Press RETURN to start the operation. Arc will then be loaded and given the selected file names. DiskMaster will move to the background and open an output window on the workbench screen. The output window will display the status of the operation.

Extracting files from an Archive

Arc Extract

Select the archives to be **unarc'ed**, and select **Arc Extract** from the **Project** menu, a requestor appears with the Source path. Click on **Okay** to have the files extracted into the Source directory or alter the path to the desired directory.

Listing the Contents of an Archive

ArcList

Select the archive and select **Arc List** from the **Project** menu.

Disk Commands

Formatting Disks

Format

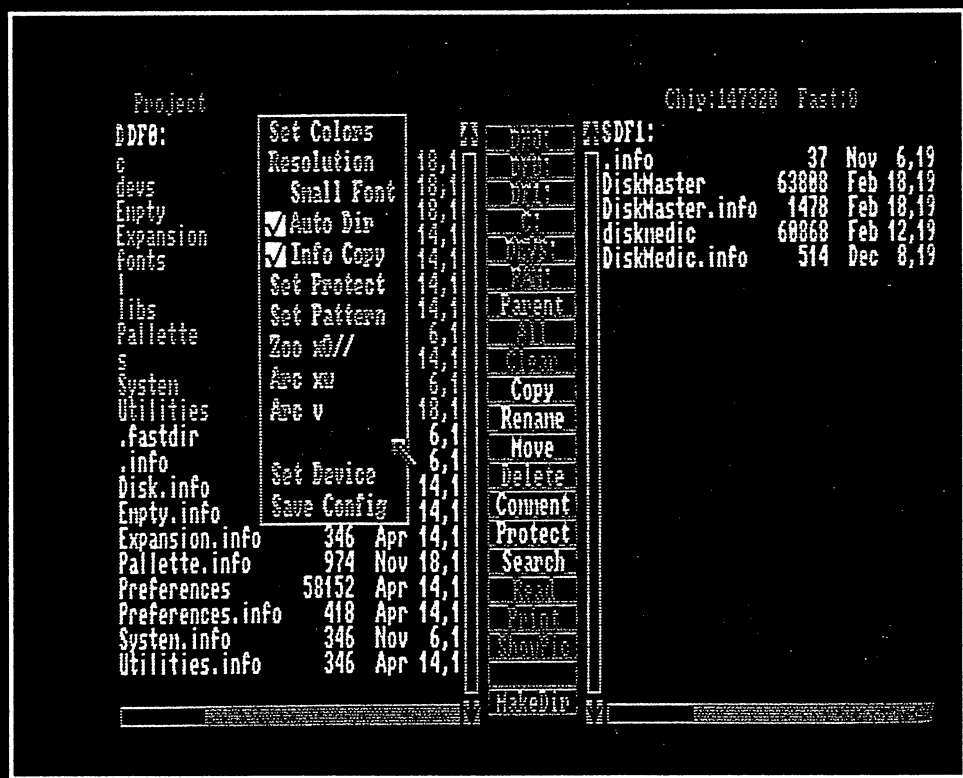
To format a 3.5" or 5.25" disk, select **Format** from the **Project** menu. A requester will appear indicating the drive to be formatted. Click on **DF0:** to change it to **DF1:**, **DF2:**, **DF3:** and then back to **DF0:**. Clicking on **Install** will toggle it on or off. If **Install** is on, the disk to be formatted will also be installed or made "bootable." If the disk is already formatted and has

no errors then select the **Clear** gadget, which quickly blanks the disk and installs it if **Install** is active. Selecting **Verify** will cause it to check for errors while formatting. After making the proper selections, enter the name of the disk and press return or click on **Okay** to start or **Cancel** to abort the format.

Copying Disks

Disk Copy

To copy a 3.5" disk to another 3.5" disk, select **Disk Copy** from the **Project** menu. A requester will appear indicating **Source** and **Destination** drives. Clicking on **DF0:** will change the **Source** disk to **DF1:**, **DF2:**, **DF3:**, and back to **DF0:**. The same holds true for the **Destination** disk. Be sure the correct disks are in the correct disk drives and the **Destination** disk is not write protected. Click on **Okay** to start or **Cancel** to abort the copy.



Configure Menu

The Power of AmigaDOS at the Touch of a Mouse

- Totally replaces the complicated Command Line Interface!
- Excellent for Hard Disk Management — View up to 70 filenames at once.
- Access, view and print any IFF formatted picture. Play IFF Sound and Instrument Files.
- Define up to 12 Physical or Logical Devices in the Configuration File for quick access, including C:, DEVS:, VDO:, VDK: etc.
- Permits configuration of up to 6 external C: Directory commands without ever leaving DiskMaster. You can even run other programs from within DiskMaster.
- Full support for most Archive Utilities, including ARC and ZOO.
- Takes full advantage of the speed of Hard Drive Systems, Enhanced Filing Systems and Disk Caches including ASDG's FACC II!
- A simple click of the mouse lets you move, copy and rename files, make directories and create multiple file copies, ARC and De-ARC files.
- Format and Clear disks, make Disk-to-Disk copies from within DiskMaster.
- Fully customize the menu to match your needs and hardware configuration.
- Perfect file management tool for power users and anyone who wants to take the mystery out of file management on the Amiga.

Another Solution from

**Progressive Peripherals
& Software, Inc.**

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